



Secure Roaming with Software Tokens

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Non-Roaming Scenario

- User's private keys stored on local machine
 - private keys encrypted with password
 - called a software token
- Attack requires two steps
 - access to local machine to steal a copy of user's software token
 - correct guess of user's password





Password Search

- Assume attacker steals a software token
 - we are not worried about a human typing in password guesses one at a time
- Sophisticated attacker:
 - automated candidate password generation
 - uses a dictionary of words, modified words, etc.
 - attempt to decrypt software token with millions of password guesses per day on many machines





Moving to Roaming

- Protection from the fact that an attacker must penetrate local machine is gone
- Users want to be able to walk up to a computer they have never used before and log in
 - only means of user authentication is a password (for software-based solutions)
 - alternative is hardware tokens (expensive)





Trivial Roaming (Insecure)

- All software tokens could be stored on a server with no access control
- User requests a software token, then decrypts locally with password
- Attacker can also request software tokens, then mount a password search attack
 - unacceptable risk





Eliminating Password Search

- Software token must be delivered to user in strongly-encrypted form
 - software token = $E_{\text{pwd}}(\text{private keys})$
 - send $E_K(\text{software token})$ to user
 - K is a strong, random key (≥ 128 bits)
 - different K for each user
- Problem now is to deliver K to roaming user securely





A Secure Solution

- SPEKE protocol
 - Simple Password Exponential Key Exchange
 - based on Diffie-Hellman key exchange
 - similar to other authenticated key exchanges
 - added features:
 - user authentication by password only
 - eliminates off-line password search by attacker

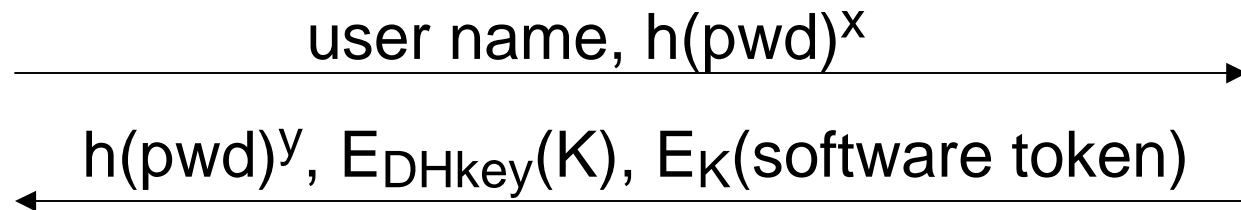




SPEKE

Client

Login Server



- Hash of password used as generator for Diffie-Hellman
- DH derived key used to encrypt strong key K





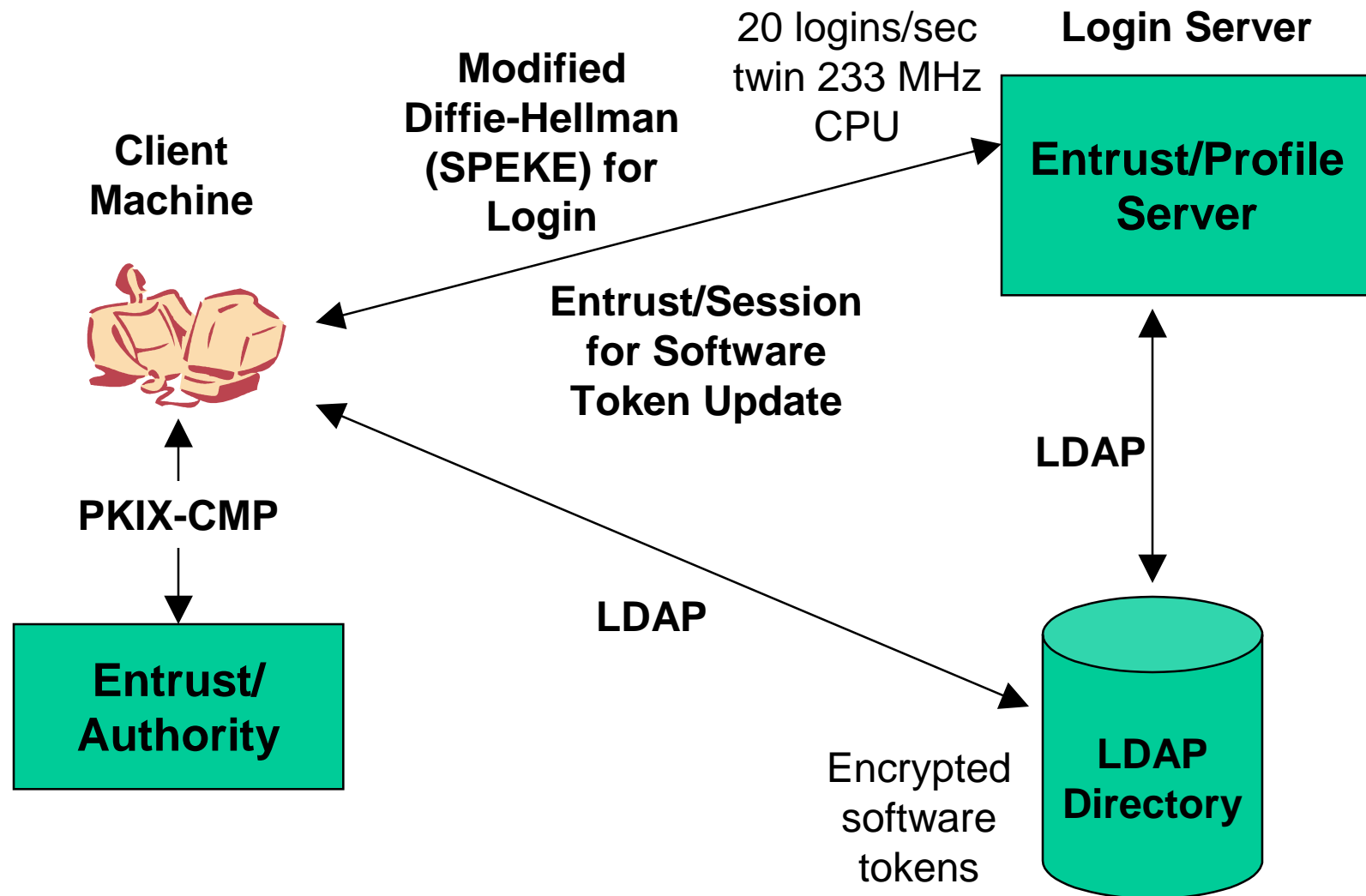
SPEKE Security

- Attacker approaches
 - eavesdropping
 - impersonate user
 - impersonate server
 - man-in-the-middle
- In all cases, attacker cannot get any data to allow an off-line password search





Entrust Roaming General Architecture





Entrust Roaming Services

- User software tokens
 - stored centrally strongly-encrypted with key K
- Login server
 - authenticates user, delivers K securely
 - SPEKE protocol used
 - nothing in exchange allows attacker to test whether a password guess is correct
- User's machine
 - decrypts software token with K
 - decrypts private keys with password





Alternative Approaches

- Multiple Servers
 - Kaliski/Ford paper
 - Jablon (inventor of SPEKE) has a protocol of this type as well
- “Virtual Smart Cards”
 - Hoover/Kausik paper





Multiple-Server Approach

- User must contact 2 or more servers to log in
 - intended to reduce exposure if only one server is compromised
- Allows vendor to run one of the servers
 - creates possibility of service revenue on top of license revenue
- Challenges
 - log in performance issues
 - will connection to remote server be up 24x7 to allow logins?





Virtual Smart Cards

- A type of software token designed so that wrong passwords give a valid-looking private key
 - only correct password gives correct private key
- User's key pair cannot be used for most normal PKI functions
 - doing so would undermine security





Virtual Smart Cards Cont'd

- To prevent password searches, the following must remain secret
 - user public keys
 - data encrypted with user's public key
 - signatures
- Users can only interact with highly-trusted servers





Summary

- Hardware tokens give a secure, but expensive solution for roaming
- Entrust's software-only roaming solution gives good security at low cost

